

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

Marek

Good male Deva Cleric (Templar)

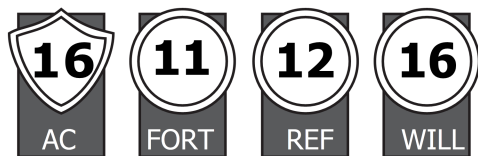
Age 6'3" Height 225 lbs. Weight Medium Size The Path of Light Deity

0

Total XP

1000

### Defenses



Conditional Bonuses

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

### Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

### Death Saving Throw Failures

☐ ☐ ☐

### Saving Throw Mods

0

### Resistances/Vulnerabilities

Resist 5 Necrotic, Resist 5 Radiant

### Current Conditions and Effects

### Basic Attacks

#### Melee

Wrist razors

3

Strength vs. AC

1d4

Damage

#### Ranged

Unarmed

0

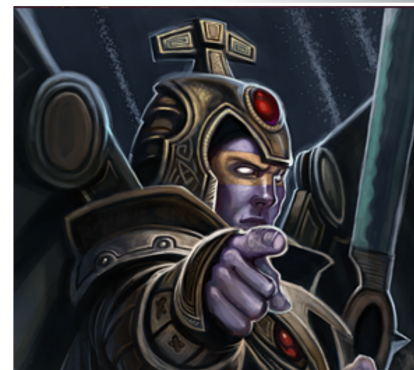
Dexterity vs. AC

1d4

Damage

### Languages

Common, Deep Speech, Primordial



### Abilities

		Check
STR	Strength	10 0
CON	Constitution	13 1
DEX	Dexterity	10 0
INT	Intelligence	14 2
WIS	Wisdom	18 4
CHA	Charisma	15 2

### Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	2
Athletics	Strength	-1
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	4
Endurance	Constitution	0
Heal	Wisdom	✓ 9
History	Intelligence	4
Insight	Wisdom	✓ 10
Intimidate	Charisma	2
Nature	Wisdom	4
Perception	Wisdom	✓ 10
Religion	Intelligence	✓ 9
Stealth	Dexterity	-1
Streetwise	Charisma	2
Thievery	Dexterity	-1

### Hit Points

Max HP (Bloodied 12 ) 25

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/Day

6

8

Current Conditions:

### Combat Statistics and Senses

Initiative

0

Conditional Modifiers:

Speed

5

Passive Insight

20

Passive Perception

20

Special Senses: Normal

Marek

Character Name

Player Name



Character Details

Background

Detective

Theme

Knight Hospitaller

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Wrist razors

Waist

Armor

Chainmail

Tattoo

Ki Focus

Other Equipment

Ritual Book  
Adventurer's Kit  
Holy Symbol  
Morningstar

Total Weight (lbs.)

93

Carrying Capacity  
(lbs.)

Treasure

304 gp  
0 gp banked

Normal

100

Heavy

200

Max

500

# Marek

Player Name

Character Name



## Racial Features

### Astral Majesty

+1 bonus to all defenses against bloodied creatures

### Astral Resistance

Resist necrotic and resist radiant equal to 5 + one-half your level

### Immortal Origin

Immortal creature origin

### Memory of a Thousand Lifetimes

Have the memory of a thousand lifetimes power

## Class/Other Features

### Channel Divinity

Invoke a channel divinity class feature or other power; encounter.

### Healer's Lore

Add + [Wis mod] to hit points healed by your cleric powers with the healing keyword, if they involve healing surge expenditure.

### Knight Hospitaller Starting Feature

Gain the Shield of Devotion power

### Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

## Feats

### Light Within

Use Channel Divinity power light within

### Ritual Caster

Master and perform rituals

Marek

Level 1 Deva Cleric (Templar)

HP

25

Spd

5

Init

+0

SCORE

ABILITY

MOD

10

STR

0

13

CON

1

10

DEX

0

14

INT

2

18

WIS

4

15

CHA

2

AC

16

Fort

11

Ref

12

Will

16

20

Passive Insight

20

Passive Perception

Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	2
Athletics	Strength	-1
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	4
Endurance	Constitution	0
Heal	Wisdom	• 9
History	Intelligence	4
Insight	Wisdom	• 10
Intimidate	Charisma	2
Nature	Wisdom	4
Perception	Wisdom	• 10
Religion	Intelligence	• 9
Stealth	Dexterity	-1
Streetwise	Charisma	2
Thievery	Dexterity	-1

• indicates a trained skill.

Action Point

Base action points: 1

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Wrist razors: +3 vs. AC, 1d4 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +0 vs. AC, 1d4 damage

Ranged weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Astral Seal

At-Will ♦ Standard Action

Magic Warding symbol +1: +7 vs. Reflex

Ranged 5

Target: One creature

You outline your enemy with the silver glow of the Astral Sea, and its healing light bathes your friend.

Keywords: Divine, Healing, Implement

Attack: Wisdom +2 vs. Reflex

Hit: Until the end of your next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of your next turn regains hit points equal to 2 + your Cha modifier (+2).

Additional Effects

Earth's Endurance

At-Will ♦ Standard Action

Wrist razors: +7 vs. AC, 1d4+4 damage

Melee weapon

Target: One creature

You channel the resolute, overwhelming power of stone. The magic you call forth protects you and your allies, while it imbues your weapon arm with great strength.

Keywords: Divine, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+4) damage.

Effect: You or one ally within 5 squares of you gains a +2 power bonus to AC until the end of your next turn.

Additional Effects

Ringing Blow

Encounter ♦ Standard Action

Wrist razors: +7 vs. AC, 1d4+4 damage

Melee weapon

Target: One creature

Your thundering attack serves as a clarion call for your allies to act in concert.

Keywords: Divine, Thunder, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+4) thunder damage.

Effect: Each ally who hits or misses the target before the end of your next turn gains a +2 power bonus to all defenses until the end of his or her next turn.

Additional Effects

Font of Tears

Daily ♦ Standard Action

Magic Warding symbol +1: +5 vs. Will

Close burst 3

Target: Each enemy in the burst

A glimmering rain showers enemies around you and saps their will.

Keywords: Divine, Implement, Zone

Attack: Wisdom vs. Will

Hit: The target is dazed (save ends).

Effect: The burst creates a zone of shimmering energy that lasts until the end of your next turn. Any enemy that starts its turn within the zone takes a -2 penalty to attack rolls until the end of its next turn.

Sustain Minor: The zone persists.

Additional Effects

Cleric Attack 1

Cleric Attack 1

Used ☐

Cleric Attack 1

Used ☐



### Healing Word

Encounter (Special) ♦ Minor Action

**Unarmed:**

**Close** burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

*You utter a soothing word that mends wounds of the body and spirit.*

**Keyword:** Healing

**Effect:** The target can spend a healing surge and regain 1d6 additional hit points.

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

Cleric Utility

Used ☐

### Favor of the Gods

Encounter ♦ Minor Action

**Close** burst 3

**Target:** One creature in the burst

*When luck runs against you, you beseech the gods for aid to turn chance in your favor.*

**Keywords:** Channel Divinity, Divine

**Effect:** The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll. It must use the new result, even if it is lower.

**Special:** You can use only one channel divinity power per encounter.

Additional Effects

Cleric Utility

Used ☐

### Light Within

Encounter ♦ Minor Action

**Magic Warding symbol +1:**

**Ranged** 5

*An arc of light shoots from your chest and brightens the ground.*

**Keywords:** Divine, Healing, Implement, Zone

**Channel Divinity:** You can use only one channel divinity power per encounter

**Effect:** You spend a healing surge, and a zone of healing light appears in an unoccupied square within range. Until the end of your next turn, each ally that ends its turn within the zone regains hit points equal to your healing surge value. In addition, all squares within 10 squares of the zone are illuminated by bright light until the end of your next turn.

Additional Effects

Feat Utility

Used ☐

### Memory of a Thousand...

Encounter ♦ No Action

**Personal**

*The dreamlike memories of your previous lives lend insight to aid you.*

**Trigger:** You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result

**Effect:** You add 1d6 to the triggering roll.

Additional Effects

Deva Racial Power

Used ☐

### Shield of Devotion

Encounter ♦ Immediate Reaction

**Unarmed:**

**Close** burst 5

**Target:** The triggering ally

*With a quick prayer you bestow minor healing on a stricken ally, then prepare yourself to smite the enemy who struck your friend.*

**Keywords:** Divine, Healing

**Trigger:** An ally within 5 squares of you takes damage from an enemy attack.

**Effect:** The target regains hit points equal to your Wis modifier (+4) or Cha modifier (+2). Until the end of your next turn, you gain a +2 power bonus to your next attack roll against the enemy that damaged the target.

Additional Effects

Knight Hospitaller Utility

Used ☐

### Turn Undead

Encounter ♦ Standard Action

**Magic Warding symbol +1:** +5 vs. Will, 1d10+5 damage

**Close** burst 2 (3 at 11th level, 5 at 21st level)

**Target:** Each undead creature in the burst

*You sear undead foes, push them back, and root them in place.*

**Keywords:** Channel Divinity, Divine, Implement, Radiant

**Attack:** Wisdom vs. Will

**Hit:** 1d10 + Wis modifier (+4) radiant damage, and you push the target a number of squares up to 3 + your Cha modifier (+2). The target is immobilized until the end of your next turn.

**Miss:** Half damage.

**Special:** You can use only one channel divinity power per encounter.

Additional Effects

Cleric Feature

Used ☐

### Magic Warding symbol +1

Holy Symbol ♦ Level 1

**Properties:** Shielding, Unstoppable

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus